Major Action
- Damaging attack
- Bane attack
- Invoke a boon
- Assist an Ally: give adv. 1
- Extra Move action

Interrupt Action
*uses up next major action

- Defend: prot/agil/might roll to replace defense *Can also move half speed (no opportunity attack) *Defended ally can also move
- Improvise non-offense action

Move Action
- Move your speed
- Long jump: distance(ft) = might roll
  High jump: distance = might roll/2
  *10' running start or disadv 1
- Climb – half speed (agility or might if difficult)
- Swim – normal speed (might or fortitude if difficult)
- Resist banes – Roll for Each
  1d20 vs. 10 (no mod) *3 failed attempts = longer duration

Minor Actions
*Take any number, each once per turn

- Draw or sheathe a weapon
- Retrieve an item stored on your person
- Sustain a boon
- Perception roll to observe your surroundings
- Learning roll to recall useful information
- Open a door, chest, drawer, etc.
- Opportunity attack: If you are using a melee weapon and an enemy moves (of their own will) out of your reach, get one free attack once per turn

Focus Action *uses all actions
- Disrupting Attack: Make a damaging attack using the normal attack rules. If your roll exceeds the target's defense by 10 or more, then any boons being sustained by your target immediately end.
- Superior Action: Make any one action roll with advantage 1.
- Charge: Move up to twice your speed and make one melee attack at disadvantage 1.

Boon Challenge Ratings

Power Level	Challenge	Power Level	Challenge
0	10	5	20
1	12	6	22
2	14	7	24
3	16	8	26
4	18	9	28

Damaging Attack Major Actions
Roll 1D20 +Attribute Dice (All Dice Explode)

Step 1: Determine Range	**Melee** = Within your reach **Projectile** = Weapon range (Disadvantage 1 per extra range increment) *Ranged attacks in melee range of enemy get 1 disadvantage (area attacks including one or more adjacent spaces not included) **Extraordinary** = According to Attribute: 1-3 = 25' | 4-6 = 50' | 7-9 = 75'
Step 2: Determine Targets	*If more than one target…* **Melee** = Disadvantage equals total # of targets **Ranged** = Disadvantage equals total # of targets (Max 5 targets within 25' square) **Extraordinary** **Cube** — Disadvantage = 1 per 5' of length of cube. **Line** — Disadvantage = 1 per 5'x10'x10' line. **Cone** — Disadvantage = 1 per 5' length of cone.
Step 3: Determine Targeted Defense	Weapon Attacks target Guard Extraordinary Attacks target the most logical defense **Guard** if the attack requires dodging or deflection **Toughness** if the attack targets bodily health **Resolve** if the attack harms the psyche or will
Step 4: Roll Attack and Calculate Damage	**Damage dealt** = Attack Roll minus Defense *If excedes defense by 10 or more, inflict one bane of power level less or = to attribute used, attack must equal or exceepd appropriate defense for bane

Damage and Healing
- Lethal Damage: Reduces Max HP, unconcious at 0, Heal Fort./day (minimum 1), if under care heal Fort./day + the care giver's Creation / Presence / Learning attribute (multiple care givers do not stack, use highest)
- Zero HP: unconcious, helpless, received attacks are finishing blows, any healing that raises HP above 0 revives
- Finishing Blows: Fort. Vs. 10+dmg. or Death *no attr. bonus on defense
- Healing: 10 minute rest after combat returns HP to max. If unconcious regain conciousness and all HP after 2d4 hrs

Experience
- 3 XP per level (ex, level 2 = 3XP, level 5 = 12XP)
- Max Attribute Score = 5 or level, whichever is higher
- For each XP, gain 1 feat point and 3 attribute points, can be used immediately
- Cost (in XP) for Attribute increase = new score